

**Amendments to the Claims:**

- 1-21. (Canceled).
22. (Currently Amended) A computer implemented method for deriving at least two products from a source geographic database, the source geographic database comprising data representing real-world geographic features, wherein the at least two products comprise a first dataset and a second dataset, the second dataset provided to used for depict~~[[ing]]~~ a real geographic locale as part of a play scenario for a computer game, the method comprising:
- extracting the first dataset from the source geographic database;
  - writing the first dataset to a first computer-readable medium;
  - providing the first dataset, wherein at least a portion of the first dataset is used in a real-world navigation system;
  - extracting the second dataset from the source geographic database;
  - writing the second dataset to a second computer-readable medium;
  - and
  - providing the second dataset~~[[,]]~~ ~~wherein at least a portion of the second dataset is used in~~ to a computer-game system;
  - wherein at least a portion of the second dataset is used in the computer game that depicts the real geographic locale as part of the play scenario of the computer game, the play scenario including a predetermined theme that governs game play of the computer game in a preset storyline, wherein the play scenario corresponds to a virtual position for display on a user interface in which the virtual position is independent of a user's actual physical location.
23. (Previously Presented) The method of claim 22 wherein the real-world navigation system is selected from a group consisting of: in-vehicle navigation systems, hand-held portable navigation systems, personal computers, personal digital assistants, pagers, and telephones.

24. (Previously Presented) The method of claim 22 wherein using at least a portion of the first dataset in a real-world navigation system comprises providing a service selected from a set consisting of: route calculation, route guidance, vehicle positioning, map display, and electronic yellow pages.
25. (Previously Presented) The method of claim 22 further comprising:  
combining at least a portion of the second dataset with a road-model dataset to provide a realistic visual appearance of roads;  
wherein the road-model dataset is separate from the source geographic database.
26. (Previously Presented) The method of claim 25 wherein the road-model dataset comprises a feature selected from a set consisting of: road-pavement colors, lane-stripe markings, curbs, sidewalks, signs, lampposts, land dividers, traffic signals, speed bumps, and crosswalks.
27. (Previously Presented) The method of claim 22 further comprising:  
combining at least a portion of the second dataset with a 3D-model dataset to provide a realistic visual representation of a feature selected from a set consisting of: polygon-shaped features, cityscape features, landscape features, buildings, fences, trees, shrubbery, lawns, and clouds;  
wherein the 3D-model dataset is separate from the source geographic database.
28. (Previously Presented) The method of claim 22 further comprising:  
combining at least a portion of the second dataset with a computer-game component selected from a set consisting of: characters, game logic, vehicles, games rules, rendering logic, and graphics logic.
29. (Previously Presented) The method of claim 22 wherein providing the second dataset comprises:

providing at least a portion of the second dataset to each of a plurality of end-user computing platforms; and  
on each of the plurality of end-user computing platforms, using at least a portion of the second dataset to represent the geographic features in the play scenario of the computer game.

30. (Previously Presented) The method of claim 22 further comprising:  
accessing the second dataset using an application programming interface.
31. (Previously Presented) The method of claim 22 further comprising:  
accessing the second dataset using a spatial query.
32. (Previously Presented) The method of claim 22 further comprising:  
extracting data from the second dataset using spatial criteria.
33. (Previously Presented) The method of claim 22 further comprising:  
filtering data from the second dataset to provide a desired level of accuracy.
34. (Currently Amended) A computer-readable medium having computer-executable instructions stored thereon for performing a method of using a source geographic database, the source geographic database comprising data representing real-world geographic features, the method comprising:  
extracting a first dataset from the source geographic database;  
writing the first dataset to a first computer-readable medium;  
providing the first dataset ~~to for use in~~ supply[ing] a navigation-related function in a real-world navigation system;  
extracting a second dataset from the source geographic database;  
writing the second dataset to a second computer-readable medium;  
and

providing the second dataset and a geographic data tool set to ~~[[for]]~~ develop~~[[ing]]~~ a computer-game that depicts a real geographic locale as part of a play scenario having a preset storyline, wherein the play scenario corresponds to a virtual position for display on a user interface in which the virtual position is independent of a user's actual physical location;

wherein the geographic data tool set is configured to extract ~~[[all]]~~ data representing all road segments corresponding to a sub-area from the second dataset based on a location input.

35. (Currently Amended) A computer implemented method of using a source database for forming derived products, wherein the source database contains data that represent geographic features in a region including roads in the region, the method comprising:

providing a first set of data from the source database to a first developer, the first set of data stored in a first computer-readable medium, wherein the first developer uses the first set of data in systems that provide navigation-related features, wherein the first set of data represents at least some of the geographic features in the region and further wherein the first set of data includes attributes ~~suitable for use for providing~~ configured to provide navigation-related functions; and

providing a second set of data from the source database and a geographic data tool set to a second developer, the second set of data stored in a second computer-readable medium, wherein the second developer uses the second set of data and the geographic data tool set to develop computer games, wherein the second set of data represents at least some of the geographic features in the region as part of play scenarios of the computer games including respective preset storylines, wherein a respective play scenario corresponds to a virtual position for display on a respective user interface in which the virtual position is independent of a respective user's actual physical location,

wherein the geographic data tool set provides a spatial search function that retrieves data representing all road segments in a sub-area from the

second set of data based on a location specific query that identifies the sub-area.

36. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region.
37. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region, wherein the road model data includes road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.
38. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of polygon-shaped features in the region.
39. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of cityscape and landscape features in the region.
40. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the region.
41. (Previously Presented) The method of Claim 35 wherein the second set of data is accessed by an application programming interface that is included in the geographic data tool set.
42. (Canceled).

43. (Previously Presented) The method of Claim 35 wherein data from the second set of data is filtered to provide a desired level of accuracy in a second database product.
44. (Currently Amended) The method of Claim 35 wherein the second set of data is provided to a plurality of end user[[s]] computing platforms where the second set of data is used by computer games installed on the end users computing platforms to represent at least some of the geographic features in the region as part of play scenarios of the computer games.
45. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with other game-related components to form the computer games.
46. (Previously Presented) The method of Claim 35 wherein the second set of data is combined with other game-related components to form the computer games, wherein the other game-related components include at least one of a group consisting of: characters, game logic, vehicles, game rules and programs for rendering and graphics.
47. (Currently Amended) The method computer-readable medium of Claim 34, wherein the sub-area comprises a city, and wherein the location input includes identification of the city.
48. (Currently Amended) A computer implemented method of using a source geographic database, the source geographic database comprising data representing real-world geographic features, the method comprising:  
extracting a first dataset from the source geographic database;  
writing the first dataset to a first computer-readable medium;  
providing the first dataset to for use in supply[[ing]] a navigation-related function in a real-world navigation system;  
extracting a second dataset from the source geographic database;

writing the second dataset to a second computer-readable medium;  
and

providing the second dataset and a geographic data tool set to to [[for]]  
develop~~[[ing]]~~ a computer-game that depicts a real geographic locale as part  
of a play scenario of a preset storyline, wherein the play scenario  
corresponds to a virtual position for display on a user interface in which the  
virtual position is independent of a user's actual physical location;

wherein the geographic data tool set is configured to request data  
representing road segments within a selected area from the second dataset  
as a function of a spatial query, the spatial query defining the selected area,  
and wherein the selected area is defined by a longitude and latitude point and  
a radial distance from the longitude and latitude point.

49. (Previously Presented) The method of Claim 51, wherein the selected area is defined by a longitude and latitude point and a radial distance from the longitude and latitude point.
50. (Previously Presented) The method of Claim 51, wherein the selected area is defined by a rectangular area having specified geographic boundaries.
51. (Currently Amended) A computer implemented method of facilitating development of computer games, the method comprising:  
extracting a dataset from a source geographic database, wherein the source geographic database includes data that represent roads in a road network in a real world geographic locale including
- (i) geographic coordinates of positions of the roads,
  - (ii) street names of the roads,
  - (iii) address ranges along the roads,
  - (iv) turn restrictions at intersections of the roads,
  - (v) road connectivity, and
  - (vi) road shape;
- writing the dataset to a computer-readable medium; and

providing the dataset and a geographic data tool set to [[for]] develop~~[[ing]]~~ a computer-game that depicts the roads in the real world geographic locale as part of a play scenario of the computer game including a preset storyline, wherein the play scenario corresponds to a virtual position for display on a user interface in which the virtual position is independent of a user's actual physical location;

wherein the geographic data tool set is configured to request data representing road segments within a selected area from the dataset as a function of a spatial query, the spatial query defining the selected area.

52. (Previously Presented) The method of Claim 51, wherein the computer game is a type selected from a group consisting of: a car chase game and a "bot" fighter game.